

Christine Abiera

Ray Engle

English 0099

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Annotated Bibliography

Alessandro Gabbiadini, Paolo Riva. "The lone gamer: Social exclusion predicts violent video game preferences and fuels aggressive inclinations in adolescent players." 20 October 2017.

<https://doi-org.proxy.libraries.uc.edu/10.1002/ab.21735>

This article presents research focusing on a potential factor of adolescents' willingness to play violent games. And tested whether banning can increase aggressiveness following violent video games. They predicted in their research that it could increase adolescents' preferences for violent video games. In their research, study 1 consists of 121 adolescents from 10 to 18 years old who were randomly assigned to manipulation of social exclusion. Then, they evaluated the violent content of nine different video games includes violent and non-violent and reported their willingness to play any games they presented. The results showed that excluded participants expressed a greater willingness to play violent video games than non-violent games. No effects were found for included participants. In study 2, both inclusionary status and video game content were manipulated. In the manipulation group, 113 adolescents from 11 to 16 years old were randomly assigned to play either a violent or nonviolent video game. Results showed that excluded participants who played a violent game displayed the highest level of an aggressive tendency than participants who were assigned to the other experimental conditions. In their

research, it suggested that exclusion increases preferences for violent games and the combination of exclusion and violent game playing fuels aggressive inclinations.

The author's credibility is high because this article was checked by many university scholars.

This means the article is good and reliable also the author provide a data to their present research. Providing their statistics on their research it gives to their credibility that the study happen. It is also published in the Official Journal of the International Society for Research on aggression.

Brad, Laurent, and Youssef Hasan. "Violent Video Games Stress People Out and Make Them More Aggressive." Vol. 39 Issue 1, p64-70. 7p.Jan/Feb2013

The article, state that playing violent video games can affect the players' aggression and also make players' stress. They claim that violent video games can be stressful for players because the enemies will try to kill the players and that leads to an increase in the players' heart rate at the time they get more aggressive. They did research that will identify whether playing violent video games or non-violent games measuring their heart rate can affect the players' aggression level. As the results came, the players who played either violent or non-violent video games are aggressive as they got stress defending and killing the enemies. However, their aggression is not measured by their heart rate.

The authors' credibility is strong because they mention a lot of experts in this field who research aggression levels in playing video games. The authors' did research and provide statistics to prove their claim about the violent games that cause stress and increase aggression level.

Grace, Rowell, and Brad Bushman. "Effects of playing a violent video game as male versus female avatar on subsequent aggression in male and female players." Vol. 40 Issue 6, p537-541. 5p. Nov/Dec 2014.

The article identifies what effects of playing a violent game as a male or female avatar in terms of aggression in male and female players. As they cite present research, university students male or female randomly play violent video games as a male or female avatars. After the game, they will eat a hot sauce to measure their aggression. As a result, if the player plays as a male avatar shows more aggression than the player who plays as a female avatar. Considering the stereotype that males are more aggressive than females.

The authors' credibility is reliable because in this article they mention a lot of experts, scholar people viewed this article and critic to be able to publish this. And also, they give statistics to their research to prove that playing either as a male avatar or a female avatar can increase the aggression level.

Kathleen, Jan, Leise Exelmans. "Violent video games and delinquent behavior in adolescents: A risk factor perspective." Volume 41 pg. 267–279 (2015)

This article analyzes the impact of violent games in the context of other sorts of games, a comparison was made with non-violent gaming. In one of the research they found said that "No single risk factor dominates an individual's overall risk for behaving violently in the future, but the presence of multiple risk factors and the absence of resilience factors add up to a fairly accurate probabilistic prediction of future aggressive behavior" (Anderson et al., 2007, p. 138)

The article did research using the data L-DIGITEENS study. Schools were contacted with the request to participate in this large study on media use and crime perceptions among adolescents.

In the research, there was a significant difference in the amount of overall gaming by gender.

The boys play more hours than girls and boys are more frequently play violent video games than girls.

The author's credibility is reliable as they provided the data from the research they conduct and mention a lot of researchers and provide the number of statistics of the research they did.

Rhea Boyd, Wendy Swanson.”The evolution of virtual violence:How Mobile screens provide windows to real violence”.August 2016.

<https://pediatrics.aappublications.org/content/138/2/e20161358>

In the article, the authors claim that playing in mobile devices can lead to real violence. Playing violent games in mobile or virtual can affect the youth as they share and play among others.

Players exposed in first shooter games or any violent games were found to increase aggressive thoughts, feelings, and behaviors. And expecting this behavior may influence others. The article said that “online exposure of the youth to different types of violence in addition to terrorism and war, and the significant role of pediatricians in promoting parent awareness of virtual violence to maintain youth safety.

The author’s credibility is reliable because at the end of the article they gave acknowledgements to the doctors who supported their article published and provide references.